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Problem-solving games and resources that can be used when doing Dynamic Assessment

Most of these are made by a company called Think Fun:

Rush Hour (spatial reasoning and planning are required to manipulate the cars and trucks so that your car can get out of the traffic jam. An app is also available). [\(60\) How To Play: Rush Hour - by ThinkFun - YouTube](#)

Gravity Maze (the children have to use planning, logic and problem-solving skills to build a maze that will allow the marble to leave the starting point and end up in the finishing point) [\(60\) How To Play: Gravity Maze \(2014\) - YouTube](#)

Balance Beans (this is a maths based game for younger primary aged kids) [\(60\) Balance Beans Game by Thinkfun Unboxing and Demonstration - YouTube](#)

Pathwords (this is an excellent one as it is literacy based, and there are two versions - a basic one and an advanced one): [\(60\) How To Play: Pathwords - by ThinkFun - YouTube](#)

Hoppers (this is a Solitaire inspired game but for kids) https://www.amazon.co.uk/Think-Fun-6701-Hoppers/dp/B00000JVRT/ref=sr_1_1?s=kids&ie=UTF8&qid=1469121977&sr=1-1&keywords=think+fun+frog+game

Katamino (this is quite a difficult one where you have to fit some different sized wooden shapes into a confined space: excellent for older and/or more capable kids): [\(60\) How to play Katamino - YouTube](#)

Camelot Junior (this involves problem solving skills, planning and logical thinking: this is a simpler version of Gravity Maze – see above): [\(60\) How to Play SmartGames Camelot Jr. - YouTube](#)

Squirrels Go Nuts (very similar game to Rush Hour, requiring spatial orientation, planning and problem-solving skills). [\(60\) How to play Squirrels Go Nuts! - SmartGames - YouTube](#)

Dobble or Spot it! (this game requires quick thinking and visual perceptual skills). [\(60\) Dobble Card Game - How To Play - YouTube](#)

IQ stars (this game is very similar to Katamino but using stars rather than different shapes. Better for older primary and secondary aged children). [\(60\) How to play IQ-Stars - SmartGames - YouTube](#)

Cat crimes (children have to use deductive reasoning using the clues provided to decide which cat is the culprit). [\(60\) Cat Crimes by ThinkFun - YouTube](#)

Tangram (this ancient Chinese puzzle game has been around for centuries. Children have to make up various designs using the various geometrical pieces provided. Visuo-spatial skills and logical reasoning are required). ([60\) Tangram Rules and How to Play Tangram ? - YouTube](#))

Always keep in mind that it's about how the kids tackle these tasks and how they respond to the mediation, rather than the content of the tasks themselves, which is why I think it's acceptable to use games/toys that are available on the High Street/internet. There may be others made by Think Fun, or others that may be available in your local toy shops that could be just as useful.

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